

ALL NEW
WORLD of
Learnings

English Edition



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They're Not Bigger, They're Just Closer!

Hey you! Guess what? You're witnessing the triumphant return of those Lemming creatures! This time they're bigger (closer!), bolder and slightly more intelligent (though not much) than before!

A Travel Guide to the...

An all new world of Lemmings

And what to do once you get there!

To be kept handy at all times!

"There was always another path to follow, or further horizon to explore. From a wealth of possible directions, they chose only the greatest. The story of the Lemmings and their many adventures would be recounted around campfires for generations.

Because nothing truly ends, the Lemmings are separate from the space and time that we are familiar with. Thus are legends made. Thus do legends endure.

And thus do they continue..."

THE BOOK OF LEM, VOL XIII

Getting Started

"There are two kinds of story;
ones that are invented, merely made up.

The second and more important kind
is the story that is discovered.

Stories that were always out
there before there was an author
to relate them, or a reader to relive them.

And stories, after all, are the
essence of everything."

THE CHRONICLER

Getting Started

Now, the third installment of the continuing Lemmings saga begins...

Amiga

Getting started on the Amiga is easy! Just switch the Amiga on and shove DISK1 in the disk drive DF0: Follow the instructions on screen.

Information for Amiga Hard Disk Installation is contained on a READ ME file.

IBM PC

This game must be installed onto a hard disk, for which there is a special installation program. The first disk must be inserted into Drive A: from the A:> prompt, type {INSTALL} and press the ENTER key. From there, you will see a set of options to configure your system.

PC-CD ROM

Place the CD in your CD-ROM drive. Type the letter of your CD-ROM drive followed by a colon and press enter e.g. D:\Enter.

Type INSTALL and press Enter.

Follow the on screen instructions.

Select the directory that you want the game to install to. Once installed the game will be immediately playable.

In order to play the game on future occasions you must make the installed directory the current directory. Then type L3.

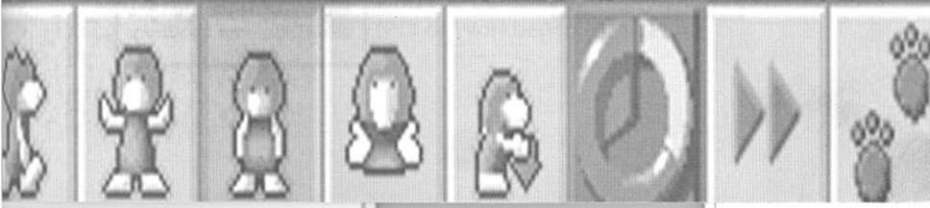
Note.

If your installed directory is C:\L3 , D:\L3, C:\Games\L3 or D:\Games\L3 then you can run the game by typing L3 at your CD-ROM drive letter prompt.

Doing Stuff

"They did many thing, did those
Lemmin' people, ah yup.
Never could figir' whur
they got thar energy."

UNDOCUMENTED ACCOUNT



Lemmings!

It's those cute furry guys again! They're who you have to save!

Creatures

This thing is just one of the game's bad guys.

Playing Area

Here is the scrolling map where all the action happens

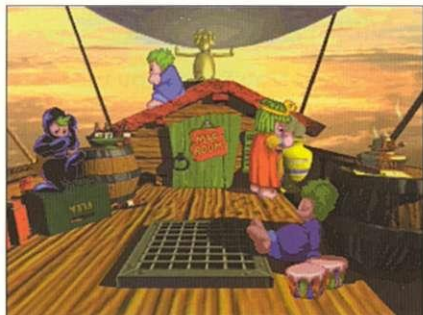


Skills

All Lemmings have these abilities

Foreground

These are the bits that the Lemmings jump about on.



Ark Screen

This is the main menu screen. From here, you can move the cursor over one of the Lemmings and select that option. The option will be highlighted. Here's what they all mean...



Map

Go to the Map selection screen. Here you can choose which level to play.



Short Cut

This takes you straight into the game by choosing one of the 3 Tribes in question...



Options

This is the "option" option! Mess about with the settings!



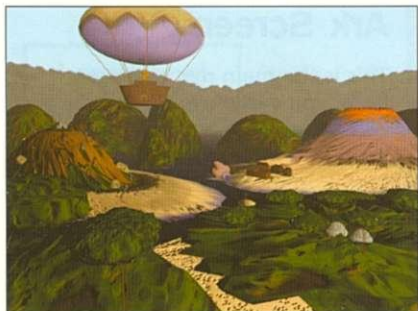
Load/Save

When you've had enough (why?) you can save your position in the game and load it back later.



Quit

Quit the game completely and return to DOS (PC) or Workbench (Amiga).



Map Screen

From the Map Room, you can select which level you wish to play or return to the Ark Screen. First of all, you must choose which Island to play. As the cursor moves over an island, it will be highlighted so that you can see what you're doing.



You'll be shown a progress report so that you can see how well (or otherwise) you are doing. Choose whichever Island appeals to you. This will be one of either the [CLASSIC], [EGYPTIAN] or [SHADOW] tribes.



When you decide which level looks like a good bet, the Left Mouse Button will play the level and the Right Mouse Button will Replay the level.



EACH DOT IS A LEVEL
When the cursor is over one of these dots, clicking the LEFT MOUSE BUTTON will play that level again. Clicking the RIGHT MOUSE BUTTON will load a REPLAY from disk. Replays are described in "HOW TO PLAY" section of the manual.

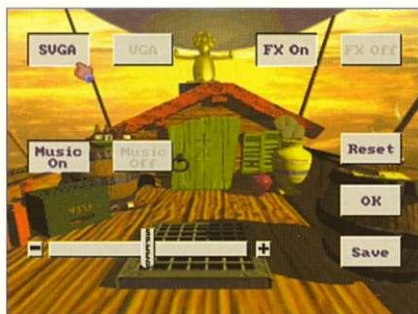
SAVE REPLAY BUTTON
Clicking the left mouse button on this will save a replay of the level that has just been played

THIS IS THE PROGRESS SCREEN

There is only one REPLAY per LEVEL for each SAVED GAME SLOT. Each saved game will have a different set of REPLAYS saved with it.

LEFT MOUSE BUTTON
clicked here goes back to
the ARK SCREEN





Options

Not all of the options are applicable to all of the different versions. They are tremendously straightforward and should present no problem.

Mouse Speed

Simply changes the rate at which the mouse moves across the screen. Faster by moving the slider to the right, slower by moving it to the left.

SVGA/VGA

Select either 16 colour display (VGA) or 256 colour display (SVGA).

Music On/Off

Switch the backing sound track on and off. It's best to leave this on to provide more of an experience.

Sound Effects On/Off

Switch the sound effects on and off.



Load/Save

With such a huge game as this, you're pretty unlikely to finish it in the one evening. That's why there is a facility to save your position in the game and restore it afterwards. The little bars show your progress for each of the three Tribes.

On the Amiga and PC, there are eight saved game positions. With each one, you could perhaps try to solve a level in a different way without ruining your perfect game up until that moment.

Short Cut

From the main Ark Screen, using the mouse to select one of the three Lemmings will take you directly into the game without getting a progress screen or having to select an island. This option is for the impatient or those who've heard of the Lemmings' reputation beforehand!

Exit

Sooner or later it's time to do something other than play this latest edition of Lemmings, such as catch an hour's sleep each night. Choose [Exit] to return to the normality of your computer's usual operation.

The story so Far

"Jimmy McLemming was even a hero in his younger days.

I don't know which of the tales are true and which are boasting, but there was never any doubt in my mind that he'd go on to greater things."

THE MASTER ARKBUILDER



The Story so Far

Another place. Another time.

A place of magic. In that magical place is a ship. To the untrained eye it is merely a collection of wooden planks in the rough shape of a boat. The giant balloon atop the cabin looks a bit out of place as well. A closer inspection would reveal that the shape of the hull isn't the best one to make it float. Getting really close up, you would see that this majestic Ark seems to have been built as a living ornament rather than a vessel designed to be used on the high seas.

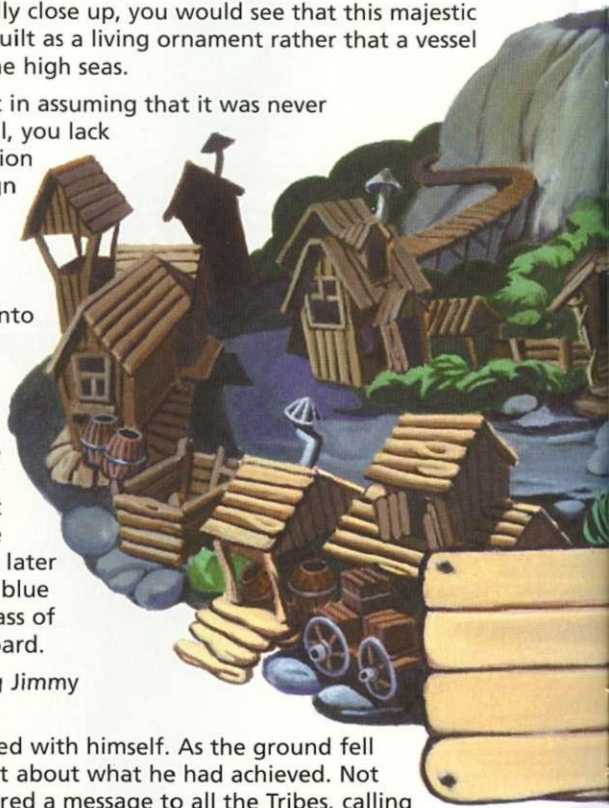
You would be nearly right in assuming that it was never intended to float. After all, you lack the one piece of information that gives the entire design a purpose.

This ship is intended to float through the sky!

The Ark lifted gracefully into the air, in much the same way that a shoe lifts off the ground after it's stood in chewing gum. It bounced a bit, scaring the roosting birds of early morning and gouging out some bits of turf from the ground. A few false starts later and it soared off into the blue sky, with an assembled mass of Lemmings peering overboard.

Amongst them was young Jimmy McLemming.

Jimmy was absurdly pleased with himself. As the ground fell away beneath, he thought about what he had achieved. Not so long ago he had delivered a message to all the Tribes, calling them to assemble here. If not for him, no-one would have known of the great danger that had come for them all. Admittedly he hadn't wanted the job in the first place, but it turned out OK in the end. Naturally, he went round boasting that he was the lad who had saved Lemmingkind. He rather hoped that his deeds would be recorded and asked the Chief



Lemming for his own constellation in the sky.

The Chief told him to get lost and not to be so silly. It was all very well saving the entire race of Lemmings, but someone would have done it anyway. Jimmy started to blub, so the Chief gave him a stick of chewing gum to keep him quiet. Jimmy accepted eagerly.

The assembled mass of Lemmings looked pretty much like a green shag-pile carpet seen from the inside. From the main deck, where the stood expectantly, the Chief could be seen on the highest point of the Ark. He spoke:

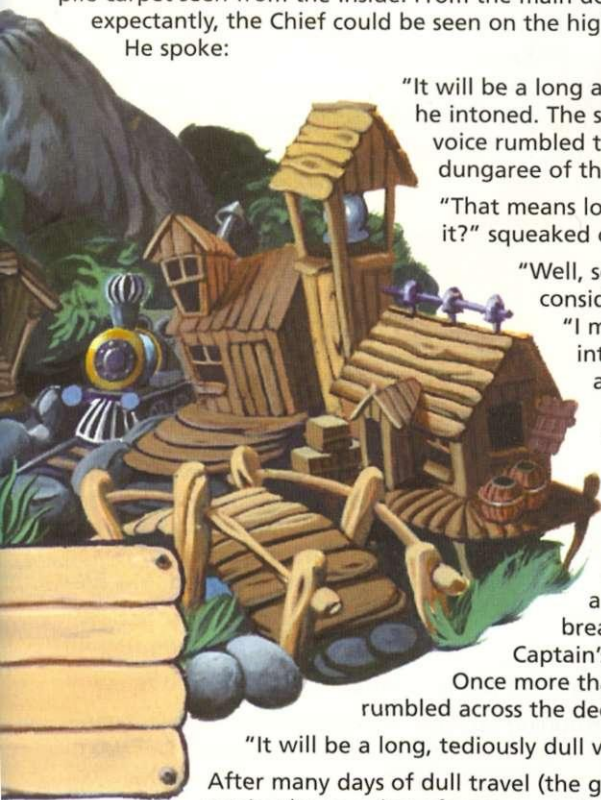
"It will be a long and dangerous voyage," he intoned. The stentorian echoes of his voice rumbled through the very blue-dungaree of their being.

"That means long and boring, doesn't it?" squeaked one of the Lemmings.

"Well, sort of," he said in a considerably deflated tone, "I mean it has to sound interesting, exciting and...um...dangerous doesn't it? Y'know, keep the Tribes working under the one flag. All for one and one for all, that sort of thing. A Chief's got to try, right?" He paused for a second to regain his breath. and adjusted his Captain's Hat to the right angle. Once more that powerful voice rumbled across the deck:

"It will be a long, tediously dull voyage..."

After many days of dull travel (the greatest excitement was passing by a pocket of warmer air than average or sighting a fluffy cloud off the starboard bow) it got a bit brain-numbing. The journey was THAT good. The monotony would be relieved by taking bets on whether their would be five hours of sunshine in any given day - or six. The food supplies were disturbingly low as well. The food mainly consisted of the icky and horrible Fquiggly plant, so some of the Lemmings were



glad when it DID run out! It made for meagre fare, but even a lack of food for weeks couldn't make a Lemming any less pudgy than he already was. They were a bit like camels in that respect, except with food and not water.

Jimmy was surviving on his single stick of chewing gum, which by now was completely free from taste and completely yucky. He kept persevering because even a yucky thing is better than no yucky thing at all. (Such was Lemming logic.)

Just as he stuck the wad of gum behind his ear for safe keeping, a cry rent the air:

"Land!"

"We CAN'T land you idiot!"

"No, I mean there's a big chunk of LAND over there!"

"Why didn't you say so?"

"I DID!"

It looked like a promising set of islands, but when they flew around for a while they could see a dozen mercenaries down there, looking for some profits after being left in the lurch by an evil corporation.

They seemed a bit too scary to deal with. so the Ark couldn't land there.. They flew off again with plenty of power in reserve.

Groups of islands started cropping up with silly regularity. None was ever suitable and the Lemmings began to despair. The islands were either too big, too small, too scary, too barren, too boring or just plain nonsense.

Often, someone or something had got there first. The cry of "Land" would go up, someone would make the same joke and then they'd be disappointed when it wasn't ideal.

Whenever they passed by one of the islands, they would skim the surface in between the hills, riding the winds of the valleys. Such as this next one.



"Land!"

A short pause.

"Again!"

This had to be it. It felt as if they had travelled right around the world so many time that they might have become dizzy and fallen from the planet altogether. An impressively large orange hilltop loomed large in front of the Ark. Jimmy squealed with fright and ran for the nearest door. He hated orange hilltops and had some serious cowering to do. The door, by some quirk of plot, turned out to be the one leading to the very heart of the vessel, the Ark's engine room.

The "engine" of the Ark was a most peculiar one. In the very centre of the room, suspended by cables and thick wires was a small metallic object. He couldn't look at it directly. If he glanced at it once, it looked bronze. If he glanced at it again, it looked silver. Yet a further sneaky peek through his fingers revealed that it might really be gold.

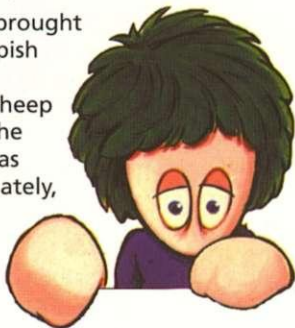
It was the Talisman, and a really useful thing it was too! It could power a ship through the air, turn water into porridge, cure baldness (where else do you think shocking green hair came from?) and even made an excellent frisbee or a plate to eat the porridge from. In fact there was very little it seemed unable to do. With this in mind, Jimmy decided that it might also be able to restore the flavour to his chewing gum....

On deck, the Chief was consulting with his cohorts. After a short flurry of waving arms and a storm of green hair, they decided to settle the debate about the latest island with a quick look through a telescope. It was a good thing too, the place was swarming with monsters! Just as well they hadn't tried to land there. The Talisman would have refused to let them take off again for weeks and weeks while it got its strength back.

"We spotted that just in time" said the Chief Lemming and congratulated himself on being such a good Chief and all-round great guy.

It was at that moment that the Ark began to drop.

Jimmy was hauled out of the engine room and brought in front of the Chief where he looked very sheepish indeed. (Well as sheepish as it's possible for a Lemming to look. Perhaps an upright standing sheep with a green fleece and an attitude problem.) The Talisman had stopped glowing and the magic was slowly ebbing away. They wouldn't land immediately, which was a problem in itself, more likely carry on to sea beyond the islands.



But they couldn't be sure.

Already there was a fair old bit of consternation and uproar in progress. It was decided, as the Ark sank lower, that the Tribes would drop down to the islands while they still had the chance. As the Lemming logic went, a nasty and dangerous island was better than no nasty and dangerous island at all. The Shadow Lemmings went first because they were good like that.



The Chief Lemming paced up and down at the front of the swaying ship, looking a tad worried. Because he was not just Chief Lemming but Grand Chief Lemming, he was also honorary Captain on the Ark. That meant that he would have to be the last to leave. He fiddled with his Captain's Hat nervously.

"Erm, Jimmy" he said at last.

"Yes?" the young Lemming replied.

"How'd you like an instant promotion and we'll, er, forget about that little incident?"

Jimmy gave a thrilled look and squeaked excitedly.

"OK, here you go then..." said the Chief, handed Jimmy the Captain's Hat, grabbed himself an umbrella from the ship's store and jumped over the side.

"Bye bye" he said as he went.

So that was it, then. The Lemming race would find a home in the middle of nowhere with them all scattered about. There was one bit of good news, though. As Jimmy stood on the deck of the Ark he reflected on his good fortune.

He had an entire ship to himself, and best of all, he now had the best tasting chewing gum in the entire World!

Controls

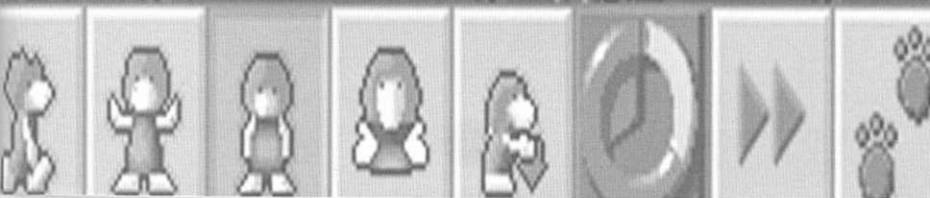
Presenter:

**"I understand that it was tough out there.
Would you go back?"**

Witness:

"What?!?!? Are you nuts?!!"

AN INTERVIEW FOR LNH
[LEMMO NEWS NETWORK]



Controls

Amiga and PC

The Amiga game is controlled using the mouse. This is supplied with all Amigas, so there shouldn't be any problem there! Most PCs have mice nowadays so that shouldn't be a problem either. So how does it work? Moving the mouse moves the cursor on screen. Clicking the Left Mouse Button will select a skill on the panel (See Skills) depending which skill the cursor is over at the time. Once this is done, using the same button to click on a Lemming will cause him to do that particular action.

In game

ESC Restart level
Z/X Skill left/right
F1-F5 Select skills
P Pause game
F12 Map view on/off
m Music on/off
s Sound effects on/off
R Action replay
Return Fast forward on/off

In front end (general)

F10 Exit to DOS

At ark scene

F2 Map scene
F3 Options
F4 Load/save
P Play practice level
D Watch demo level

At map scene

F1 ark scene
1 Egypt
2 Shadow
3 Classic

At progress scene

F1 ark scene
F2 map scene

At options

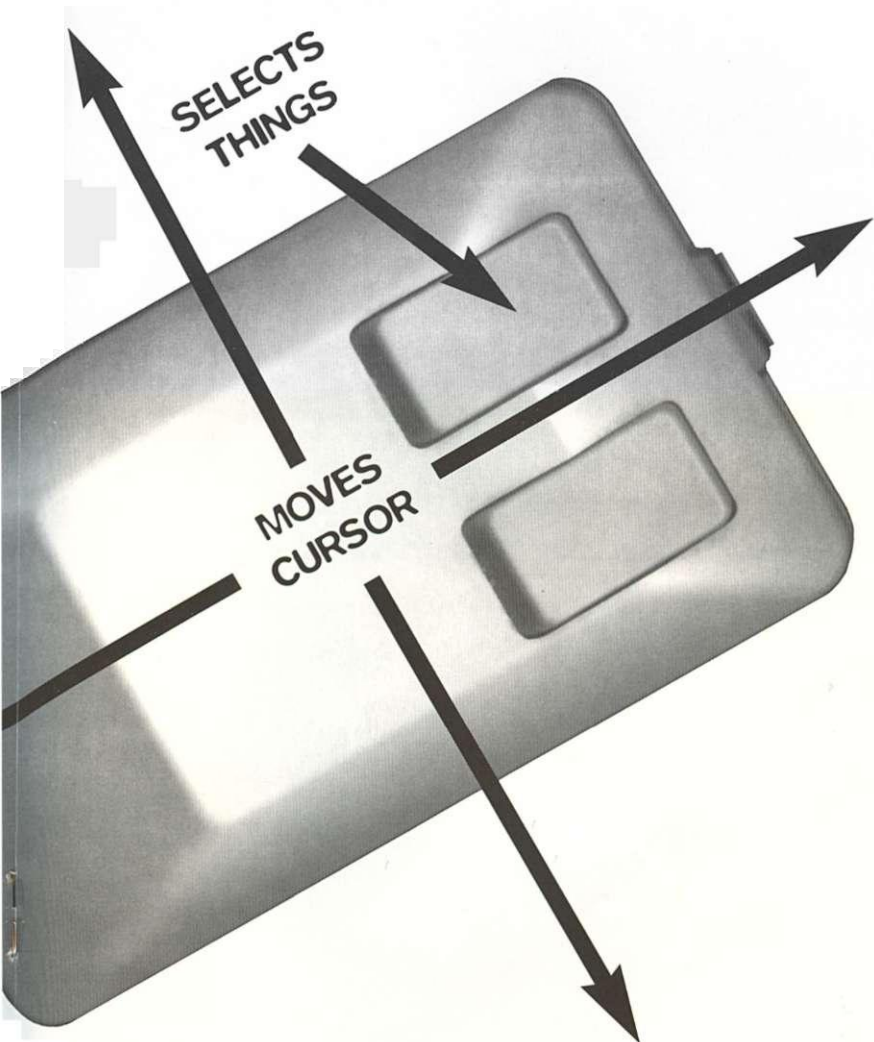
F1 ark scene
F2 map scene

At load/save

F1 Ark scene
F2 Map scene

When name slot is selected

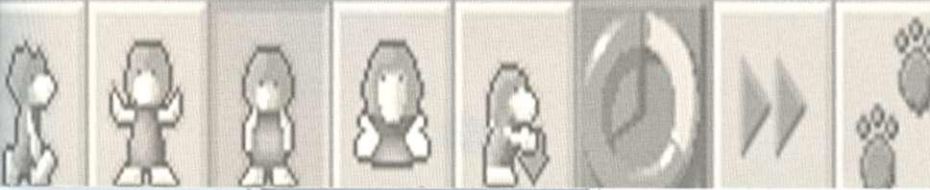
ESC cancel
B/spce delete character
Return save game with
new name



How To Play

"Take ten parts wood,
some lost gold horde,
add water, mix with magic, stand back,
let history take it's course."

LEMMING DIY GUIDE TO ISLAND SAVING.



How To Play

Objective

The game begins with 20 Lemmings in each Tribe. When you start for the first time, 10 of them will drop from the entrance and start wandering in true Lemmings fashion. It's possible that there are some Lemmings already on in the level. The difference is that they were first to fall from the Ark and have been trapped!

So what do you do? Rescue them of course! You do this simply by getting some of the other Lemmings to where the trapped one is and freeing him with any appropriate Tool (See Tools.)

When a Lemming is rescued, he will join the intrepid band. For the rest of the levels, it works like this: If there are 10 Lemmings in the band, then that's how many will enter the level. If some have been killed, then less will enter. If you've been successful in rescuing their stranded companions, then it will still be 10 that enter the level, but the remainder will be held in reserve. Should a Lemming be killed, then another will enter from the reserve.

The Tribes

Not all the Tribes make an appearance. There are three Tribes in the game with more to come in the form of data disks (Keep reading the magazines and watching the shops! The saga just runs and runs!) There are thirty levels for each of the three Tribes in the game; Classic, Shadow and Egyptian.

Highlighting Lemmings

To make controlling the Lemmings easier, it's possible to give a single Lemming a high priority when selecting them. After all, a lot of Lemmings might be tightly bunched up, making it difficult to choose the one with the Tool. Clicking on a Lemming with the Right Mouse Button will highlight him. So when a group of Lemmings is clicked on with the Left Mouse Button, the highlighted one will be activated! What's more, by clicking with the Right Mouse Button with the pointer in mid-air, every Lemming with a Tool will be highlighted in turn, so you are guaranteed of fine control!

Game Over

When you're out of Lemmings, you're out of luck! It's as simple as that. All that remains to do is try again and again until you make it. Because there are three Tribes, you will have to get stuck three times before you have to backtrack!

There are three Tribes in the game.

You start off with a limited number of Lemmings.

How Many To Save?

The number of Lemmings saved on a level become the Lemmings you use to tackle the next level. To complete a level, you only have to get a single Lemming to the exit. But let's face it, more than one would be a better idea. For example, if you save 8 from a level then you will begin the next level with 8. (The number of Lemmings in the reserve is also added, just for good measure.) This goes on until there are no Lemmings left at which point you've just failed that Tribe!

Replay

Pressing R at anytime during a level will activate the Replay feature. This will play back the level (which has been recorded up to that point.) At any time during the playback you can start playing again by selecting skills and Lemmings as normal! This makes completing a level quite a bit easier than normal. But there's a catch.... Precisely because it's so easy, a level completed in this way doesn't actually count. An L-Sign will show that it was a beginners attempt!

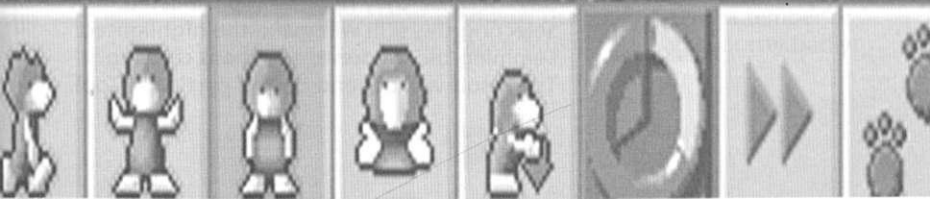
Victory

Victory occurs when you have completed all of the levels in the game and enabled a minimum number of Lemmings to reach the final exit.

Skills

**"It's a matter of knowing
which buttons to push.
That and quantum mechanics."**

JIMMY McLEMMING IN HIS LATER YEARS,
DESCRIBING HOW HE SAVED LEMMINGKIND AGAIN!



Skills

There are only five skills that you need to know. All of these are available from the control panel shown below. They're animated when selected to make it even easier to guess what they do. But don't worry if there doesn't seem to be too many of them. Lemmings can still do a lot of other things, only this time they need tools to do them.



Walk

This is the simplest skill to master. If the Lemming is blocking, digging or bridge building, he will stop what he is doing and start walking in his original direction. If he's already walking then he'll change direction. Walking, of course, is the best exercise so do this a lot!



Block

A Blocker will prevent any other Walkers from moving past him. This isn't out of meanness or stubbornness, but merely a sense of public spiritedness! It's to prevent other poor Lemmings from blundering into danger, which they have an exceptional talent for!



Jump

Using this will make the selected Lemming jump into the air in the direction he is walking. He can even jump over blockers! If for some reason he falls down a certain distance while getting ready to jump, he'll just forget about it.



Use

This is how Lemmings achieve things these days because they're more sophisticated. Selecting this skill will make the highlighted Lemming use whatever tool he is carrying. The result will depend on the particular Tool.



Drop

This will make the Lemming drop whatever tool he happens to be carrying at the time. Be sure that you really have no use for something before dropping it. You never know when something might be useful. Let's take the buttons on the right hand side of the panel, starting with the timer. These are all the things that aren't skills, but are worthwhile clicking on nevertheless.



Timer

In the middle of the panel is the timer which counts down the amount of time left to complete a level. The outside part ticks off the seconds, the inside is divided into six minute segments. Be sure to keep a close eye on it.



Fast Forward

The button that looks like a video recorder control is intended to remind you of a video's Fast Forward feature. When clicked, the game will speed up remarkably



Pause

The pause button (paws geddit?) stops the game until any mouse button is clicked.



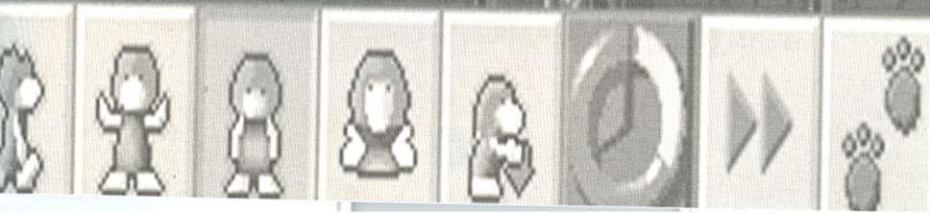
Nuke

The big mushroom cloud is the fabled nuke option. If you're at all familiar with Lemmings or Lemmings 2, then you'll know what to expect; all the Lemmings explode and the level is ended! Useful for use in a temper or when you've attempted a level pretty badly!

Tools

"After the wheel was invented,
it went downhill from there..."

ANON.



Tools

Tools are what make the game possible. A Lemming with a tool is a formidable opponent. When a Lemming comes across one of these tools lying around, he will pick it up. From then on it is possible to make him use it by selecting the Use Tool Skill (see Skills).. When the cursor is over a Lemming with a Tool then the panel will change to the appropriate Tool, or to a Lemming shaking his head to say "I've got nothing, pal."



Bomb

A Bomb will be dropped at the feet of the Lemming who will then do the sensible thing and walk away. After five seconds, the Bomb will go off. It will blow away some ground and - yikes! - kill any Lemmings or creatures who are unfortunate to be in the blast radius. Tools that happens to be lying about won't be affected.



Grenade

A Grenade is a small explosive device that is thrown through the air at 45 degrees in the direction the Lemming is walking. It will explode after eight seconds, but will quite happily bounce along the ground in the meantime. There are 4 grenades in a box. The ground it ends up on will become something resembling a crater!



Suckers

Suckers are used for climbing up walls! A Lemming will keep on being a climber until the Suckers run out. If he's halfway up a wall when this happens, he's gonna fall again!



Shimmier

A Shimmying Device lets a Lemming shimmy along ceilings and the underside of rooftops. When activated, the Lemming will jump up and try to grab the ceiling above him. If successful he will then start to shimmy. The ceiling has to be flat for him to do this of course, he'll fall if he hits an uneven patch. It doesn't last forever either; he'll fall when it runs out. This is why some measure of careful timing is sometimes necessary.



Hadoken

This is a fighting device - a weapon from an ancient Lemming martial art, Lemdo. Since it is magically empowered, it will throw out a fireball when used. This will won't hurt other Lemmings because they are the Good Guys and kill all the creatures because they are the Bad Guys.



Spade

A Spade is a most useful device for digging away at ground. When this is selected, arrows will appear to show all the directions that can be dug from. This will vary from place to place. You must select the direction before you can do anything else, except turn the Lemming back into a Walker.



Bag of Bricks

The name says it all. Bricks let the Lemming build a bridge in any of seven different directions, depending where he is at the time. The direction is selected in the same way as for the Spade. There are a limited number of bricks of course, so he can't build forever.

These Tools are different from the rest. In these cases, the Tool is activated the very instant that the Lemming picks up the Box with the Tool. They're called Automatic Tools.



Swimmer

If a Lemming falls into water, he has a few seconds before drowning. If, however, he is lucky enough to have picked up a Swimming Tool, he will be able to negotiate the water with ease. Being a swimmer is only temporary, so don't count on being able to swim indefinitely.



Umbrella

These are incredibly handy because they enable a Lemming to float gently downwards to the ground instead of splatting very messily. The impact with the ground mangles the umbrella, so it can't be used again.



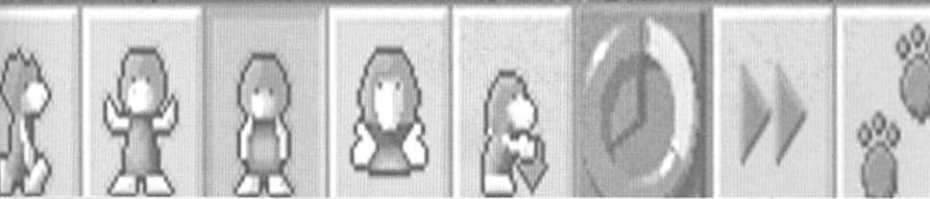
Clock

When a Clock is used, it will add a minute to the time remaining. Especially useful for those tricky levels that demand lots of concentration.

Creatures

"As we creep through the undergrowth, the camera pans onto a nest of young potatoes. Within a year these marvels of nature will be independent from the nest and causing trouble wherever they go."

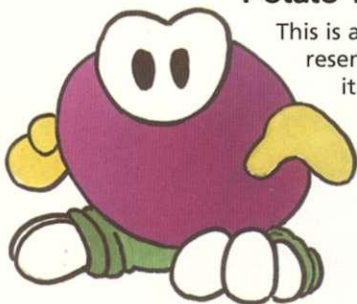
GREAT LEMMING SAFARI ADVENTURE.



Creatures

Creatures infest this all new world of Lemmings, unlike all the previous Islands that they were familiar with. This makes the levels they face a whole lot more dangerous. This is what you get for putting your Ark down without proper planning. These creatures won't be found in any normal book on zoology, but let's face it, neither will a Lemming, (at least not the green haired kind!)

Potato Beast

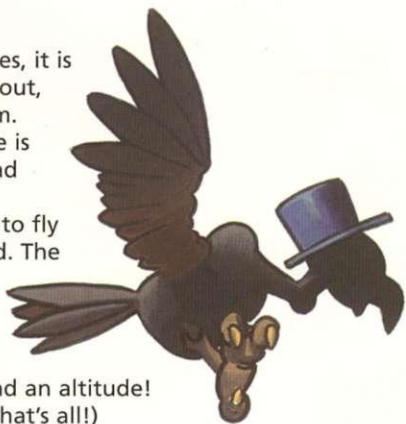


This is a creature which attacks lemmings. It also resembles a potato, hence the name. Whether it is also evolved from the common, humble, potato isn't known at this point. The only thing that matters is that it is bad news and should be avoided.

Psycho Buzzard

Watch out for this horror of the skies, it is particularly nasty. This bird lurks about, looking for some unfortunate victim. Like all the other creatures, this one is bad news. Only, difference is, it's bad news with wings on!

You see, some birds lose the ability to fly when they settle on a remote island. The Psycho Buzzard is unique in that it lost the ability to fly and then regained it! This made it a sour beast because flying takes a lot of effort. So it has both an attitude and an altitude! (Just don't ask about the Top Hat, that's all!)



Lemme Fatale

The Lemme Fatale isn't a Lemming at all, despite her appearance. She is really a highly evolved mimic who appears as a vision of great beauty to any kind of animal or creature who is in range of her voice. For a Lemming, this happens to be a gorgeous apparition. The results are always tragic...

She will attract one Lemming at a time, who is then completely under her spell and will follow her in a smitten sort of way until it all becomes too much for him and he commits suicide! The only hope is to distract him for just long enough to forget her and make his escape.



Mole



The Mole isn't actually evil by nature, but tends to leave a chaotic trail in its wake. For a change, however, he doesn't harm Lemmings and can in fact be quite useful. This is because he digs through ground down, up, left and right by spinning like a drill. If you're clever enough you can make him dig where you want him to, by building bricks in his path. Moles don't like bricks or anything similar and will avoid them by changing direction.

Credits

From an Original Animation by

Programming Amiga

Mike Dailly

Andy Whyte
Cameron Rattray
Allan Findlay

Programming PC

Keith R. Hamilton
Russell Elliot
Steve Reid
Robert Parsons

Programming 3D0

Doug Smith
Andi E
Frank Arnott

Game Graphics

Oz
Stewart Waterson
Lenny Lane
Ken Fee
Pat McGovern
Darren Baines

Intro Sequence

Lenny Lane

Lemming Animation

Gary Timmons

Music & SFX

Raymond Usher

Producer

Dave Jones

Art Director

David Osborne

Software Support

Mike Dailly
Steve Reid

Level Designers

Andolf, John Whyte, Pat McGovern
Ken Fee, Stewart Waterson
Oz, Tony Colgan, Raymond Usher, Keith Whelan
Craig Arbuthnott, Martin Good & Gary Timmons

Manual, Story & Some Background

Steve Hammond

Cover Illustration by

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